

## HOLD'EM (HIGH ONLY)

1. Each Player receives two down cards as his initial hand followed by a round of betting.
2. Players may then either release( fold) their hand, or they must call the amount of the big blind which, in structured betting games, is the lower bet, or raise the amount equal to the big blind.
3. The dealer then burns a card and turns three cards up at once, this is called the "flop." After the flop, there is a second round of betting (lower bet).
4. The Dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting (higher bet).
5. Finally, the Dealer will burn and turn the last card (the fifth card, *commonly* known as the river card), followed by the last betting round (higher bet). Example: In a \$3 -\$6 Hold'em game, the blinds are \$1 and \$3. The first two betting rounds are in \$3 increments, the third and fourth betting rounds are in \$6 increments.
6. After all betting has been completed, a player *may* use *any* combination of five cards (one in his hand, four from the board, etc.) to determine his best hand.
7. Hold'em uses a flat disc called a dealer button to indicate position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
8. There are designated blinds in Hold'em (*usually* two, in the first and second positions to the left of the dealer button.) The blinds are considered to be bets, and used to initiate action.
9. On all subsequent betting rounds the action is begun *by* the first active player clockwise from the button. Players must post both blinds each round.
10. In a new game, players draw for the button, with the highest card *by* suit receiving the button.

## Omaha High

### 1. Type of Deck and utilization of Jokers

Omaha utilizes a standard 52 card deck without a joker.

### 2. Determination of Player/dealer position.

- At the start of a new game, the players draw for a high card to determine in initial placement of the dealer button.
- In mixed games, such as ½ Hold'em ½ Omaha, the dealer button starts at seat one, and the game shifts from Hold'em to Omaha and vice versa, each time that the dealer button reaches seat one after making a complete clockwise rotation of each seat.

### 3. Determination of Winning Event

The following ranking of hand is used to determine the best high hand. The best five cards are used, which must include two cards from the player's hand.

Royal Flush	Ace, King, Queen, Jack, Ten of the same suit
Straight Flush	Nine, Eight, Seven, Six, Five of the same suit
Four of a Kind	Four Sevens with <i>any</i> other card
Full House	King, King, King, Two, Two
Flush	Queen, Ten, Five, Four, Two of the same suit
Straight	Two, Three, Four, Five, Six of <i>any</i> suit
Three of a Kind	Queen, Queen, Queen, Ten, Nine
Two pairs	Jack, Jack, Seven, Seven and <i>any</i> other card
One Pair	Ace, Ace, with <i>any</i> other three cards
No Pair	The highest card wins

When there are *extra* chip(s), the odd chip(s) are awarded to the player(s) closer (to the "players" right) of the dealer button.

### 4. Betting Schemes

Omaha High has two levels of betting. For example, if it is a \$4-8 game, the first two rounds of betting are at the lower limit, such as \$4 in \$4-8, and last two rounds are at the upper limit, such as \$8 in \$4-8.

## 5. Kill Pots

- (1) Omaha High is played at Sonoma Joes with a  $\frac{1}{2}$  Kill. This means that if the preceding hand contains 25 or more chips in the "main pot". Then the winner of that hand has to "kill" the next hand. He/she must place a "forced blind" of \$6 for the next hand, and the next hand is played at the \$6-12 level, instead of the \$4-8 level.
- (2) The "forced blind" is "live", whereby that player may raise the level of betting when it is his turn to act. There can be no "live" straddles in "kill pots".

## 6. Play of the Hand

1. Each Player receives four down cards as his initial hand followed by a round of betting. The cards are dealt one at a time in rotation, starting to the immediate "player's right" of the dealer's button.
2. Players may then either release (fold) their hand, or they must call the amount of the big blind which, in structured betting games, is the lower bet, or raise the amount equal to the big blind.
3. The dealer then burns a card and turns three cards up at once, this is called the "flop." After the flop, there is a second round of betting (lower bet).
4. The Dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting (higher bet).
5. Finally, the Dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round (higher bet).
6. After all betting has been completed, a player may use any combination of five cards (two cards from his hand, three from the board,) to determine his best high hand. The winners are then determined. See in "Determination of the Winning Hand" above.
7. Omaha uses a flat disc called a dealer button to indicate position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
8. There are designated blinds in Omaha (usually two, in the first and second positions to the left of the dealer button.) The blinds are considered to be bets, and used to initiate action.
9. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. Players must post both blinds each round.
10. In a new game, players draw for the button, with the highest card by suit receiving the button.
11. All other rules are covered in the general Poker Rules of Sonoma Joes Casino.

**7. Fee Collections:** The collection is taken from the pot during the first round of betting and dropped after the hand is completed, as per AB 54.

### **\$4-8 Omaha with a $\frac{1}{2}$ kill**

- \$4 per hand with 6 or more players
- \$3 per hand with 5 players
- \$2 per hand with 4 or less players

## Omaha High Low Split (8 or Better)

### 1. Type of Deck and utilization of Jokers

Omaha Hi-Lo utilizes a standard 52 card deck without a joker.

### 2. Determination of Player/dealer position.

- At the start of a new game, the players draw for a high card to determine in initial placement of the dealer button.
- In mixed games, such as ½ Hold'em ½ Omaha, the dealer button starts at seat one, and the game shifts from Hold'em to Omaha and vice versa, each time that the dealer button reaches seat one after making a complete clockwise rotation of each seat.

### 3. Determination of Winning Event

**A. High Hand:** The following ranking of hand is used to determine the best high hand. The best five cards are used, which must include two cards from the player's hand.

Royal Flush	Ace, King, Queen, jack, Ten of the same suit
Straight Flush	Nine, Eight, Seven, Six, Five of the same suit
Four of a Kind	Four Sevens with <i>any</i> other card
Full House	King, King, King, Two, Two
Flush	Queen, Ten, Five, Four, Two of the same suit
Straight	Two, Three, Four, Five, Six of <i>any</i> suit
Three of a Kind	Queen, Queen, Queen, Ten, Nine
Two pairs	Jack, Jack, Seven, Seven and <i>any</i> other card
One Pair	Ace, Ace, with <i>any</i> other three cards
No Pair	The highest card wins

### B. Low Hand

- The low hand must also use two cards from the player's hand.
- The lowest hand possible is a "wheel", A-2-3-4-5. The next lowest hand is a 6-4-3-2-A.

- Straights and flushes are not considered as to the lowest possible hand.
- The low hand must consist of three board cards and two cards from the player's hand. There must be five cards that are no higher than an eight, excluding any cards of the same rank to qualify as a "low hand", hence the term (8 or better).

### C. Determination of Winner

In all poker games that are played high-low split, the winner is determined as follows:

- 1) The highest (best) hand is awarded 1/2 the pot
- 2) The lowest (worst) hand wins the other 1/2 of the pot.
- 3) If there is no qualifying "low hand", then the "high hand" wins the entire pot.
- 4) In all high-low split poker games, there can be two or more winners for both the high hand and the low hand.
- 5) When there are *extra* chip(s), the odd chip(s) are awarded to the player(s) closer (to the "players" right) of the dealer button.
- 6) In Hi-lo games, the extra chips are separated between the high and low hands, and then the odd chip(s) are awarded to the player(s) closer (to the "players" right) of the dealer button.

### 4. Betting Schemes

Omaha Hi-Lo has two levels of betting, thus the designation \$4-8. The first two rounds of betting are at the lower limit, such as \$4 in \$4-8, and last two rounds are at the upper limit, such as \$8 in \$4-8.

### 5. Kill Pots

(1) Omaha Hi-Lo is played at Sonoma Joes with a 1/2 Kill. This means that if the preceding hand is:

- won by only the "high hand" and there is no qualifying low hand
- contains 25 or more chips in the "main pot".

(2) Then the winner of that hand has to "kill" the next hand. He/she must place a "forced blind" of \$6 for the next hand, and the next hand is played at the \$6-12 level, instead of the \$4-8 level. The "force blind" is "live", whereby that player may raise the level of betting when it is his turn to act.

(3) There can be no "live" straddles in "kill pots".

## 6. Play of the Hand

1. Each Player receives four down cards as his initial hand followed *by* a round of betting. The cards are dealt one at a time in rotation, starting to the immediate "player's right" of the dealer's button.
2. Players may then either release( fold) their hand, or they must call the amount of the big blind which, in structured betting games, is the lower bet, or raise the amount equal to the big blind.
3. The dealer then burns a card and turns three cards up at once, this is called the "flop." After the flop, there is a second round of betting (lower bet).
4. The Dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed *by* another round of betting (higher bet).
5. Finally, the Dealer will burn and turn the last card (the fifth card, *commonly* known as the river card), followed *by* the last betting round (higher bet).
6. After all betting has been completed, a player *may* use *any* combination of five cards (two cards from his hand, three from the board,) to determine his best high and low hand. Cards are interchangeable to make a high or low hand. The winners are then determined by the rules in "Determination of the Winning Hand" section above.
7. Omaha uses a flat disc called a dealer button to indicate position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
8. There are designated blinds in Omaha (*usually* two, in the first and second positions to the left of the dealer button.) The blinds are considered to be bets, and used to initiate action.
9. On all subsequent betting rounds the action is begun *by* the first active player clockwise from the button. Players must post both blinds each round.
10. In a new game, players draw for the button, with the highest card *by* suit receiving the button.
11. All other rules a covered in the general Poker Rules of Sonoma Joes Casino.

Note: As a variation, Omaha Hi-Lo Split may also be played with five cards dealt out to each player face down before the flop instead of the four cards described above. All other rules and procedures remain the same. (However, this version has not been offered at Sonoma Joes).



## 7 CARD STUD HI-LO Split( 8 or better)

1. 7 Card Stud Hi-Lo is played with a regular 52 card deck. There is no joker.
2. At the \$4-8 limit, each player places a \$1 ante into the pot.
3. Each player receives initially two down cards and one up card. The cards are dealt clockwise in rotation, beginning with seat one. A "Dealers Button" is not utilized in Stud games.
4. After the initial three cards are dealt, there is a betting round. The "high card" must make a "forced bet". At the \$4-8 level, the forced bet is \$2. Each player in turn may then fold, call, or raise.
5. After the initial betting round, the remaining players each receive another card dealt face up, and another round of betting follows. There are a total of five possible rounds of betting. The third through sixth cards are dealt face up. On the final round, the seventh and final card is dealt face down.
6. In a structured game, such as \$4-\$8, the smaller bet is made on the first two betting rounds and the larger bet is made after the fifth, sixth and seventh cards.
7. A bet and three raises are allowed, unless "heads up" when there is no limit to raises. While a bet and three raises are allowed for each betting round, completing an opening forced bet does not count as a raise.
8. If a player makes an open pair on the fourth card, he/she has the option of betting either the smaller or larger limit. If he bets \$4 the next players may raise in increments of \$4 or \$8. If a \$8 bet or raise is made, the next raise must be in increments of \$8. If that player checks all other players have option to bet \$4 or \$8.
9. If there are not enough cards left in the deck for each player, the dealer is to deal all the cards except the last card. He then scrambles the last card and the four burn cards, cuts the deck, burns a card and delivers the remaining down cards using the last card if necessary. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card.
10. Determination of the Winning Hand: In all poker games that are played high-low split, the winner is determined as follows:
  - The highest (best) hand is awarded 1/2 the pot.
  - The "low" hand wins the other 1/2 of the pot.
  - If there is no qualifying "low hand", then the "high hand" wins the entire pot. To qualify as a "low" hand, the hand must contain at least five non-paired cards that are of value of an 8 or lower, such as 7-5-4-3-2. A "flush" or a "straight" is of no value in determining the low hand. The best low is a "wheel", 5-4-3-2-A.
  - In all high-low split poker games, there can be two or more winners for both the high hand and the low hand.
  - When there are extra chip(s), the odd chip(s) are awarded to the "high" hand.
  - If there are tie hands for high or low, the extra chip is awarded to the hand closest to seat one.
11. All other rules are covered in the general Poker Rules of Sonoma Joes Casino.

## 7 CARD STUD HIGH ONLY

1. 7 Card Stud is played with two down cards and one up card, then a betting round, then three more up cards (with betting after each) then a final down card and a final round of betting. The best 5- Card Poker hand wins the pot. There is no joker in this game.
2. In a structured game, such as \$3- \$6, the smaller bet is made on the first two betting rounds and the larger bet is made after the fifth, sixth and seventh cards.
3. In all 7-Card games, a bet and three raises are allowed, unless "heads up" when there is no limit to raises.
4. The low card by suit, is forced to open the bet for the minimum amount required.
5. While a bet and three raises are allowed for each betting round, completing an opening forced bet does not count as a raise.
6. On all fixed limit games) i.e. \$2- \$4-) if a player makes an open pair on the fourth card the player has the option of betting either the smaller or larger limit. If he bets \$2 the next players may raise in increments of \$2 or \$4-. If a \$4- bet or raise is made) the next raise must be in increments of \$4. If that player checks all other players, in turn have option to bet \$2 or \$4-.
7. If there are not enough cards left in the deck for each player, the dealer is to deal all the cards except the last card. He then scrambles the last card and the four burn cards, cuts the deck, burns a card and delivers the remaining down cards using the last card if necessary. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. burn a card and turn a card up in the center of the table..



## **MEXICAN STUD**

1. Mexican Stud is played with a regular 52-card deck plus a joker.
2. There is a \$1 ante per player per hand.
3. The dealer's "button" rotates clockwise around the table. The deal always begins to the player's left of the dealer's button for each round.
4. Initially each player is dealt two cards. The first card is dealt face down and the second face up. The first round of betting is initiated.
5. If the joker is dealt face up, it can be used for a flush, straight, or an ace.
6. If the joker is dealt face down, it is wild and can be used as any card, even if the player with the joker later turns it face up.
7. The "low" card must "bring it in" for at least the table minimum. Subsequent players may then fold, or bet any amount between the table minimum and maximum.
8. For the subsequent three rounds, each player may request that their card be dealt face down or face up. If face down, then the player has to turn the remaining cards face up, so that at any one time, only one card per player is face down.
9. There are a total of four possible rounds of betting, after the second, third, fourth, and fifth cards are dealt.
10. The winning hand is the best five-card hand, high only.
11. Betting is limited to one bet and 3 raises. There is unlimited number of raises if head-up. Raises must be equal to or exceed the last bet.
12. It is permissible for a player to pick up and "mix" his cards. However, if another player wants to see any players "exposed" cards, the player with the "mixed" cards must display his "exposed" cards.
13. The dealer may not supply information as to which cards may have constituted the "exposed" cards for any player on a prior round of betting.
14. English only is to be spoken during the period of time that the cards are in play.

### **Dealer Errors**

1. If a player's card is exposed by the dealer, there can be no betting action on any player's hand on that round. However, if a player accidentally exposes a card, the betting on that round proceeds as usual.
2. If a dealer deals a card off the table, it will be picked up by the floor person and remain in play. However there is no betting action by any player on that round.
3. If the dealer accidentally does not deal a card to a player involved in a hand, the subsequent cards will be backed up in order. This pertains also if the player is all-in.

# The 101 Casino

## FEE COLLECTIONS

March 1, 2003

**A. When and how collected:** As per the legislative ruling AB 54, as of January 1, 2002, the collection may be taken before or after the hand begins. Thus, we are taking the collection after the hand begins.

### **B. Wagering Limits and respective fee collections.**

#### **\$3-6 Hold'em:**

- \$3 per hand with 6 or more players
- \$2 per hand with 5 or less players

#### **\$4-8 Omaha (High and Hi-Lo) with a ½ Kill**

- \$4 per hand with 6 or more players
- \$3 per hand with 5 players
- \$2 per hand with 4 or less players

#### **\$6-12 Hold'em, \$10-20 Hold'em & 10-20 ½ Hold'em- ½ Omaha**

- \$4 per hand with 6 or more players
- \$3 per hand with 5 players
- \$2 per hand with 4 or less players

#### **\$4-8 Seven Card Stud (High and Hi-Lo Split)**

- \$4 per hand with 6 or more players
- \$3 per hand with 5 players
- \$2 per hand with 4 or less players

#### **\$2-20 Mexican Stud, \$2-50 Mexican Stud**

- \$4 per hand with 7 or more players
- \$3 per hand with 5-6 players
- \$2 per hand with 3-4 players

#### **\$2-500 Mexican Stud**

- \$5 per hand with 7 or more players
- \$4 per hand with 6 players
- \$3 per hand with 5 or less players

# **NO BUST 21st CENTURY BLACKJACK**

**01/27/2003**

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**Patent Number 5.503,401, Patent Number re: 36, 255, Patent Number 6,170,828 and three additional patents pending.**

**21<sup>st</sup> Century Blackjack Trademark Registration No. 2,485,604**

**No Bust Blackjack Trademark Registration No. 2,404,922**

## **OBJECT OF THE GAME**

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". (This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

## **VALUE OF CARDS**

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

### RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild



## **ROUND OF PLAY**

1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52-card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position, and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

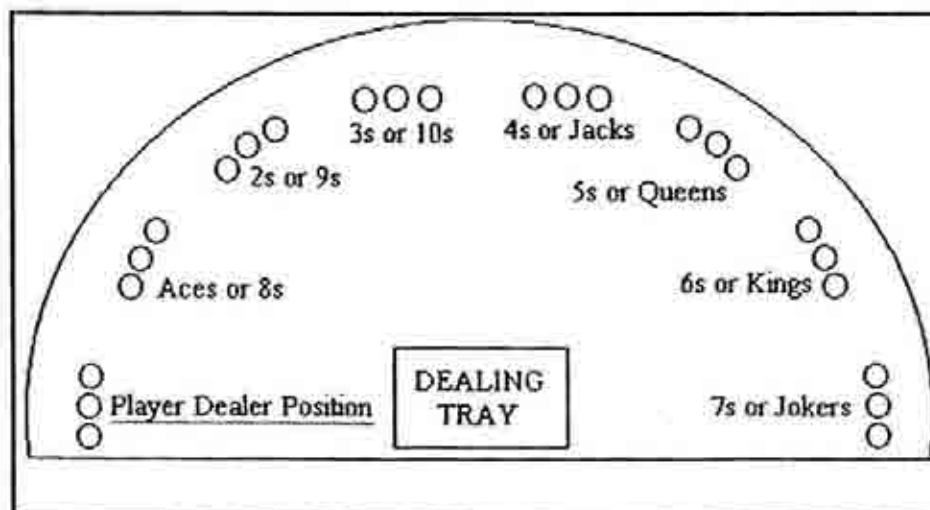
collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side-to-side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

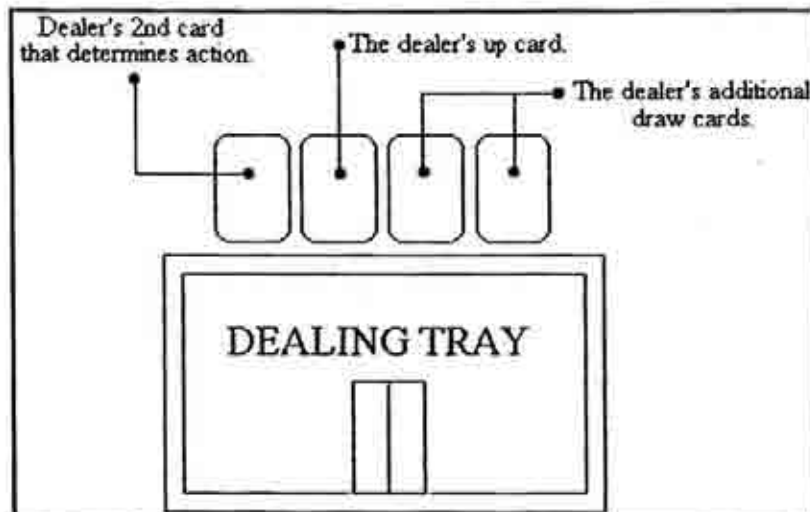
# Rules for Players

Must Stand on	Must Hit on	Have Option on
<u>Hard 21</u> <u>Natural 22</u>	<u>11 or Less</u>	<u>12</u> <u>13</u> <u>14</u> <u>15</u> <u>16</u> <u>17</u> <u>18</u> <u>19</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button).



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

# Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option on
<b>HARD 17 AND ABOVE</b>	<b>SOFT 17 OR LESS</b>	<b>NONE</b>

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.



## GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.

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4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
  - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
  - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

## **No Bust – 21st Century Blackjack**

### **DOUBLE-DOWN, SPLIT, SURRENDER & ODDS**

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

## No Bust – 21st Century Blackjack

### LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

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# THE 101 CASINO

## Addendum to Rules for 21<sup>st</sup> Century Blackjack

May 21, 2003

### Table Layout and Limits

There are seven seats, each with three betting spots. The table limit is \$5-200.

Minimum bet per spot:	\$5
Maximum bet per spot:	\$200

### Fee Collections

Bet Size (Per spot)	Player	Player-Dealer
\$5-10	0.50	0.50
\$11-50	\$1	0.50
\$51-100	\$1	\$1
\$101-200	\$2	\$1

### Number of Players

Per Petaluma City Ordinance 21-420.24, there can be no more than ten active players at a table, plus the House Dealer. There is no minimum number of players, as long as there is at least one Player and one Player/Dealer.



# **PAI-GOW Rules**

## **DOUBLE HAND POKER**

1. **Deck:** One traditional deck of 52 playing cards, plus one joker is used.
2. **Joker:** The joker is "wild", and can be used as any card.  
Note: A second variation of Double Hand poker may be played in which the joker can be used only as an Ace, or to complete a straight or a flush.
3. **Table Layout:** Each table has 7 active seats. An 8-seat table may be used with one inactive seat in order to symmetrically accommodate a floor person and another seated player. The inactive seat has the betting spots blocked. The inactive seat rotates clockwise, and is always located immediately to the right of the Player/Dealer.
4. **Betting Spots:** Each seat has 8 betting spots.
5. **Number of Players:** Per Petaluma City Ordinance 21-420.24, there can be no more than ten active players at a table, plus the House Dealer. There is no minimum number of players, as long as there is at least one player and one

Player/Dealer.

6. **Table Limit:** \$10-200 per spot (\$1600 per seat)

7. **Fee Collections:** (per spot)

<b>Bet Size</b>	<b>Player</b>	<b>Player Dealer</b>
\$10-100	\$1 per spot	\$1 per hand
\$101-200	\$2 per spot	\$1 per hand

8. **Structure:** Each player at the table is dealt seven cards to make two hands, a two-card hand and a five card hand. Rankings are based on basic poker rankings. The five-card hand must be higher than the two-card hand.

9. **Foul Hand:** If the player sets the hands so that the two-card hand is higher than the five-card hand, it is a Foul Hand and automatically is a losing hand. Similarly, if there are not exactly two cards in one hand and five cards in the other hand, it is a foul hand and automatically loses.

10. **Object of Game:** The object of the game is for both of the player's hands to rank higher than both of the Player/Dealer's hands.

- Should one hand rank exactly the same as the Player/Dealer's hand, this is a tie (copy).

- The Player/Dealer wins all ties.
- If the player wins one hand, but loses the other, this is considered a "push" (tie), and no money exchanges hands.

11. **Payoff:** Winning hands are paid even money. Losing hands lose the money wagered.

## 12. **Player/Dealer (Bank)**

- Any player may be the Player-Dealer (Banker). All players bet against the Bank.
- The bank must rotate in a continuous and systematic fashion. The Bank is offered to each seated player spot in a clockwise fashion. That seated spot may bank for a maximum of two consecutive hands. That player may accept or pass, in which case the Bank is offered to the next player.
- When the banker position passes to the next seat, the player seated in that seated position has the first option. If he refuses the bank, any player betting on that seated position the previous hand is eligible to be the banker for the next hand, in order of the square in which they bet the prior hand.
- Kum-Kum bets (in the banker position) will be paid off and collected as one bet. Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes regarding Kum-Kum bets.

- There must be an intervening Player/Dealer so that a single player cannot have repeated dealings within the meaning of *Oliver V. County of Los Angeles* 1998, 66 CAL App4th 1397, 1408-09, in addition to, within the meaning of AB 1416, an act to add to section 330.11 of the Penal Code. If there is no intervening player, the game is closed.
- The house never participates as a Player/Dealer, nor may the house take a percentage from the game.
- There is no minimum amount that a Player/Dealer must wager, other than the regular table minimum for all players. Player/Dealers are never required to cover all opposing player's wagers.

## **11. Misdeals:**

- When the dealer is arranging the cards into piles of seven cards, if one card is exposed, and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with the top card left over after making seven piles of seven cards.
- If the exposed card is an ace or a joker, the deck is scrambled, shuffled, and re-dealt.
- If during the course of the deal prior to the Player/Bankers hand being opened, if any card(s) of the Player/Bankers hand is exposed by the house dealer, that deal will be

declared a misdeal, and all hands reshuffled.

- When the dealer is distributing the cards, if a card is exposed, that player's hand is dead, and all bets on that seated position are returned.

## **12. Specific Rules**

- Once the Player Banker exposes his cards, the players cannot touch theirs.
- Players are not allowed to show their hands or talk to the other players about their hands before all cards are exposed.
- If one player is wagering on more than one seat, that player may look at and determine the setting of the first hand only. The remaining hand(s) must be set the "house way".
- Players and the banker must place their bets before the dice cup is opened. No change in bets can occur after that point.
- Only chips placed in the appropriate position on the table constitute a valid bet.
- Each player is responsible for the chips he/she places on the table.
- No side bets are allowed.

### 13. Play of the Game

- Play of the game is as follows: The dealer shuffles the cards and deals seven hands of seven cards each, face down in front of the dealer's tray. The dealer checks that exactly four cards are left over, then places those cards in the discard holder.
- There are two steps taken to determine which of the seven hands goes to which player. In the first step, the Player/Banker calls out a number from one to seven, and the Action button is placed on the pile that corresponds to that number.
- The Player/Banker then shakes the dice cup containing three dice, however he doesn't yet open the cup. The cup is opened by the house dealer only after all bets are placed in the betting circles.
- The Player/Banker's position is always 1, 8 or 15. The dealer counts from clockwise from the Banker's position to locate the seat corresponding to the number on the dice. The pile of cards with the Action button (see #10), will then be placed in front of the player indicated by the dice. The remaining piles will then be distributed clockwise.
- Each player then arranges his cards into a two-card low and a five-card high hand as described above.



- The dealer does not look at the cards until all players have set their hands in the designated spaces face down. The dealer then turns his cards over and sets his hand face up.
- All hands are left lying face up next to the betting circle. Losing wagers should be placed on top of the losing hand. If the player wins one hand and loses the other, this is considered a "push". No money exchanges hands and the cards are placed in the discard holder.

#### **14. Largest Amount of Money in Action**

- If there is more than one player making a wager on a seat, the player with the greatest amount of money at risk will make the decision on how to play the hand.
- However, the seated player has the right to look at and initially set the hand, even though the player with the largest bet has the right to the final decision on the play of the hand.
- If the bets are of equal size, then the seated player in that position will make the decision.
- If the seated player is not involved or isn't one of the players with the equal largest amount of money at risk, then the decision belongs to the player who paid the collection.



- If the collection was split equally among the players, then the player in the front betting position ahead of the other "equal" player will make the decision on the play of the hand.

## **15. Role of Management**

- Once the dealer has begun scrambling the cards together, management cannot render a decision regarding the previous hand.
- Management has no financial interest in the outcome of any hand or wager.
- Management does not stand good for mistakes.
- Management reserves the right to make decisions in the best interest of the game. Decisions of management are final.

# Three Card Poker

## OBJECT OF THE GAME

The object of Three Card Poker is to beat the player/dealer in a three-card poker game.

- Ranking of Hands:
  - o Straight flush
  - o Three of a kind
  - o Straight
  - o Flush
  - o Pair
  - o High card

## ROUND OF PLAY

1. Three Card Poker is played on either a standard-sized blackjack-style or poker-style table.
2. The game utilizes a standard 52-card deck.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. The game is played with up to seven players, plus a player/dealer. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in. Each player receives three cards face down. The player/dealer receives three cards – two face down and one face up.
6. Once players inspect their hand, they have two options:
  - a. Fold the hand and forfeit the Ante; or
  - b. Stay in the game by making a Play bet; this bet must equal the Ante.
7. The player/dealer must qualify to play with a minimum Queen-high.
  - a. If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players.
  - b. The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each Ante – the ones not surrendered by folding, money.

## Three Card Poker

- c. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
  - i. If the player's hand beats the player/dealer's, the player wins even money.
  - ii. If the player/dealer's hand beats the player's, the player loses.
8. All bets receive action to the extent that the player/dealer wager covers.
9. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

### Bonus Bet

1. A \$5.00 Bonus Bet collection must be placed on the Bonus Bet spot to qualify for Bonus Jackpot Bet pay. Bonus Bet must be placed prior to the initial deal.
2. Bonus Bets pay as follows:
- |    |                 |       |
|----|-----------------|-------|
| a. | Royal Flush     | 200:1 |
| b. | Straight Flush  | 40:1  |
| c. | Three of a Kind | 30:1  |
| d. | Straight        | 6:1   |
| e. | Flush           | 3:1   |
| f. | One Pair        | 1:1   |

### Glossary

**Ante:** The mandatory wager players make before seeing their hand.

**Bonus Bet:** An optional jackpot bet for players who placed an ante bet and paid collection. See Bonus Bet pay chart above.

**Fold:** The player option to surrender his Ante, rather than continue in the game.

**Play:** An optional bet that players make after seeing their three-card hand. The Play bet must equal the Ante bet.

**Play wager:** If players make the Play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play bet, they forfeit their Ante wager, and are no longer in the game.

## **OBJECT OF THE GAME**

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

## **VALUE OF THE CARDS**

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "King" bonus cards, four "Queen" bonus cards, four "Jack" bonus cards, and four "10" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A "BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal, and then they have a value of 10.5.

## **RANKING CHART**

<b>CARD</b>	<b>VALUE</b>
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

\* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

## **ROUND OF PLAY**

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats up to eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer/dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied, adjacent betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action" or in the case of player/dealer paying collection, the appropriate collection will be place by the player/dealer.
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and place them on a locked collection box affixed to the gaming table. The collection fees will be dropped after the completion of the hand.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating

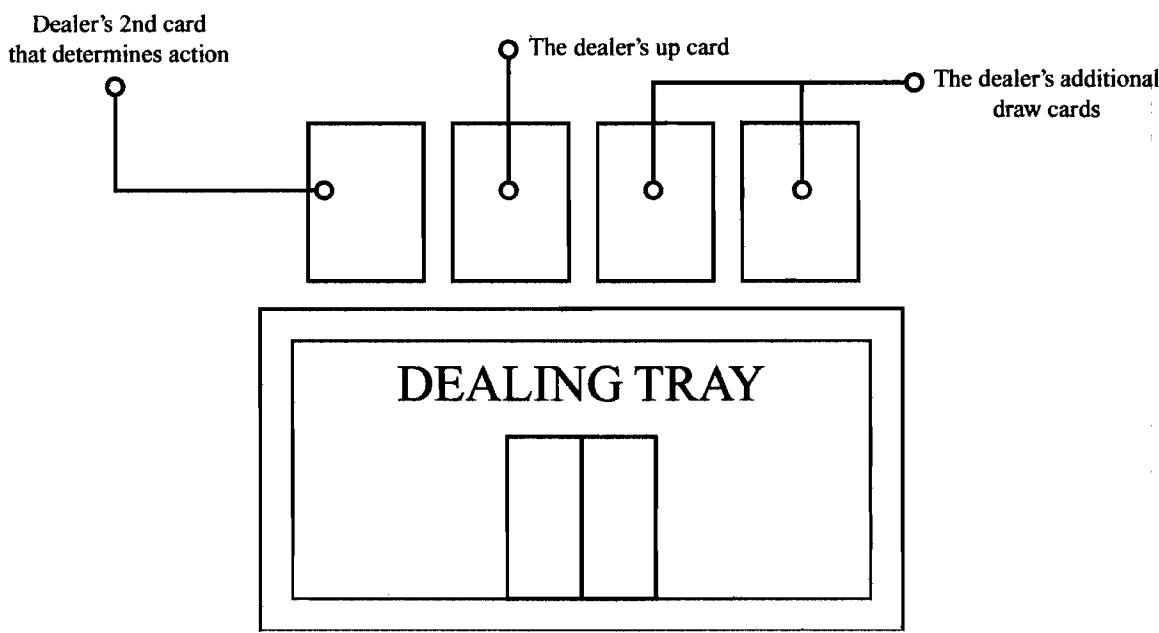
the desire to stand. The casino dealer deals the first card to the player seated to the right of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's card will be placed in front of the casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above and the last card will go to the player/dealer and be dealt face down. The players are given an opportunity, starting with the player seated to the right of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting and doubling down will be outlined later)
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. The Ace is counted as one and is the first seat to the right of the player/dealer. The counting is then consecutive and clockwise with the player/dealer position NOT being counted.
12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.



14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #1**

### DIAGRAM #1



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

## **CHART 1A PLAYER OPTIONS**

<b><u>Must Stand on</u></b>	<b><u>Must Hit on</u></b>	<b><u>Have Option on</u></b>
<b>Hard 19 or more</b>	<b>Hard 11 or less</b>	<b>All other counts</b>

## **CHART 1B PLAYER/DEALER OPTIONS**

<b><u>Must Stand on</u></b>	<b><u>Must Hit on</u></b>	<b><u>Have Option on</u></b>
<b>Hard 17 or more</b>	<b>Soft 17 or less</b>	<b>None</b>

## **BET SIZE**

**(Per spot with three betting spots per seat)**

**Minimum Bet per Spot - \$5.00**

**Maximum Bet per Spot - \$200.00**  
**(A maximum of \$600 per seat is allowed)**

## **GAME RULES**

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card. This will happen prior to any additional cards being given to players. If the player/dealer has Pure 21.5 Blackjack no additional action will be take place and all players hands that do not have a Pure 21.5 Blackjack will loose.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total are more than a "Pure 21.5 Blackjack", the following will apply:

- a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 **Push**
  - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 **Lose**
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

## **DOUBLE-DOWN, SPLIT, AND SURRENDER**

1. Players can double-down on their first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is

exposed. Their play for the hand will then cease. Surrender will be an option which may or may not be actually included in the game. The Casino will make that determination based on economic conditions and will post in its table rules if this option is offered. This option would never be introduced into the game during the course of play and would only be activated prior to the start of play and not cancelled while play continues.

5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

## OPTIONS

The Casino would like the following options available for implementation should the economic climate dictate they are warranted. These options would be posted if in play and would never enter the game during play nor be suspended while play continues.

**Insurance-** If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than  $\frac{1}{2}$  of a Player's original wager.

**Surrender-** Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease

**Player/Dealer 888 Option-** If the Player/Dealer's hand is 888 (three eights), all Players who have a total exceeding 21.5 **win**. (The option currently being offered is the same as this one, except all Players exceeding 21.5 **push**).

## LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the “bank” hand within the meaning of **OLIVER V. COUNTY OF LOS ANGELES** (1988) 66 Cal. App. 4<sup>th</sup> 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

## **GLOSSARY OF TERMS**

- Bonus Card -** There are sixteen Bonus Cards per deck. Four "KING" Bonus Cards, four "QUEEN" Bonus Cards, four "JACK" Bonus Cards, and four "TEN" (10) Bonus Cards. The value of each Bonus Card is ten unless it is dealt with an Ace on the initial two cards to a Player or the Player/Dealer when it will then be worth ten point five (10.5).
- Double Down –** The act of doubling ones bet on the first two cards dealt to a player. A player may double down on any first two cards. He may double down for less but the maximum double down bet is the amount of the initial wager.
- Insurance -** The act of placing an amount equal to one half of a players original wager as an additional bet against the Player/Dealer having a Pure 21.5 Blackjack. This process comes into play when the Player/Dealer has a Ace showing as their first card. Insurance pays 2 to 1.
- Hit -** The act of making a hand gesture, generally accepted as a sweeping motion with the hand toward the player, requesting an additional card.
- Pure 21.5 Blackjack -** The highest possible hand. It can only be made when a Player or the Player/Dealer is dealt a Bonus Card and an Ace on the first two cards. If a Player is dealt a Pure 21.5 Blackjack he/she will be paid 5 to 5 on his/her wager.



**Split -**

The act of creating two hands from the first two cards dealt to a Player. Players may split any pairs dealt as the first two cards. When splitting these cards they must place an amount equal to the original wager on each card. Players may split up to three times. No splitting for less. Each hand will be played separately and in order. Players may double down on split hands. Players may receive multiple hits on splits up to the Player Options stated in the rules. If splitting Ace's, each Ace receives only one card.

**Stand -**

When a player has completed his action.

**Surrender -**

The option a player has after his first two cards are dealt and before the Player/Dealer has looked at his hole card of forfeiting half of his/her bet and declaring their hand completed.

# **Proposed Collection Schedules For Pure 21.5 Blackjack**

**All collections are based on the total aggregate amount of the bets place on the table per hand. Collection fees will be paid by the Player/Banker. The individual players will pay no collection.**

## **Schedule No. 1**

**\$5.00 to \$50.00 = \$ .50  
\$51.00 to \$400. = \$ 2.00  
\$401 and up = \$ 5.00**

## **Schedule No. 2**

**\$5.00 to \$100. = \$ 1.00  
\$101. to \$300. = \$ 2.00  
\$301 and up = \$ 5.00**

## **Schedule No. 3**

**\$5.00 to \$200. = \$ 1.00  
\$201 to \$400. = \$ 3.00  
\$401. and up = \$ 5.00**

**Only one collection schedule will be in play at a time. Collection schedules will not be changed while a game is in progress. All collection schedules will be posted when in use at the tables. The "Casino" will judge economic conditions and use these as a basis for changing from one schedule to another.**